

1 Claims

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3 1. An amusement park, comprising:

4 (a)

5 (g) a wireless transceiver associated with said guest account designator for a plurality of
6 attraction facilities;

7 (b) a central computer;

8 (c) a plurality of attraction facility computers, each of said attraction facility computers
9 being associated with one of said attraction facilities;

10 (d) a plurality of communication channels coupling information in two directions
11 between said central computer and said plurality of attraction facility computers;

12 (e) an input device for receiving information indicating the number of persons in a
13 group entering the amusement park and for assigning a guest account designator to
14 each said group, and for assigning an individual guest identification designator;

15 (f) a detectable marker unit adapted to be physically associated with each guest and
16 encoded with said guest's guest account designator; and communicating with said
17 central computer to send and receive information.

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19 2. An amusement park as in claim 1, further comprising;

20 (h) a charge card terminal or other cash crediting device for crediting an amount of
21 money to said guest account designator; and

22 (i) a cash debiting device responsive to said detectable marker unit associated with a
23 particular attraction facility for debiting dollar amounts associated with a said
24 particular attraction facility.

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26 3. An amusement park as in claim 1, wherein said detectable marker is a wrist band.

1 4. An amusement park as in claim 1, wherein said information received by said wireless
2 transceiver relates to facility operations, the facility operations information being
3 coupled by said attraction facility computers to said central computer.
4

5 5. An amusement park as in claim 1, wherein said detectable marker unit is associated
6 with the characteristics of a guest.
7

8 6. An amusement park as in claim 1, further comprising:

9 (h) a grid of location detectors responsive to the proximity of said detectable marker
10 units to determine the location of the individual guest associated with each detectable
11 marker unit; and

12 (i) a transmitter coupled to receive the output of said location detectors and transmit
13 detection of guests to said central computer.
14

15 7. An amusement park as in claim 6, wherein said server is responsive to guest location
16 information received from said transmitter to determine the likelihood of a dangerous
17 condition, said server being responsive to the detection of and elevated likelihood of a
18 dangerous condition to communicate an alarm to said transceiver, said transceiver
19 including an indicator device to signal set alarm.
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21 8. An amusement park as in claim 7, wherein said indicator device is an audible alarm.
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23 9. An amusement park as in claim 6, wherein said transceiver includes a display for
24 sending and receiving messages and for displaying a map of said amusement park
25 indicating the locations of people in the group associated with said transceiver and/or
26 facilities which may be visited by people in said group.
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1 10. An amusement park as in claim 1, wherein said transceiver is program with
2 interactive games.

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4 11. An amusement park as in claim 10, wherein said interactive games are games
5 between participants holding their own transceivers.

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7 12. An amusement park as in claim 1, further comprising:

8 (h) a charge card terminal or other cash crediting device for crediting an amount of
9 money to said guest account designator;

10 (i) a cash debiting device responsive to said detectable marker unit associated with a
11 particular attraction facility for debiting dollar amounts associated with said particular
12 attraction facility;

13 (j) a grid of location detectors responsive to the proximity of said detectable a marker
14 units to determine the location for the individual guest associated with each detectable
15 market unit; and

16 (k) a transmitter coupled to receive the output of said location detectors and transmit
17 detection of guests to said central computer.

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19 13. An amusement park as in claim 12, wherein said detectable marker is a wrist band,
20 said information received by said wireless transceiver relates to facility operations, the
21 facility operations information being coupled by said attraction facility computers to
22 said central computer, said detectable marker unit is associated with the characteristics
23 of a guest, said server is responsive to guest location information received from said
24 transmitter to determine the likelihood of a dangerous condition, said server being
25 responsive to the detection of an elevated likelihood of a dangerous condition to
26 communicate and alarm to said transceiver, said transceiver including an indicator
27 device to signal set alarm, said indicator device being and audible alarm, said
28 transceiver includes a display for sending and receiving messages and for displaying a

1 map of said amusement park indicating the location of people in the group associated
2 with said transceiver and/or facilities which may be visited by people in said group,
3 and said transceiver is programmed with interactive games.
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5 14. An amusement park as in claim 1, wherein said central server is a virtual set of
6 connections between computing devices located at said attraction facility computers.
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8 15. A method of hosting a guest at an amusement park, comprising:

9 (a) receiving a group of guests;

10 (b) assigning a transceiver device to said group of guests;

11 (c) collecting funds from said group of guests;

12 (d) identifying individual guests;

13 (e) associated each individual guests with an individual transponder in accordance with
14 guest characteristics;

15 (f) assigning said funds among the transponder is associated with said transceiver
16 device;

17 (g) periodically checking location of individual guests by monitoring transponder
18 detectors;

19 (h) determining the existence of an elevated likelihood of a dangerous condition;

20 (i) sending an alarm in response to the detection of an elevated likelihood of a
21 dangerous condition to the associated transceiver; and

22 (j) charging funds against a particular transponder in response to the use of a facility
23 associated with said amusement park.
24

25 16. A method hosting a guest in an amusement park as in claim 15, further comprising:

26 (k) collecting an essential server information respecting a plurality of facilities in said
27 amusement park:

28 (l) transmitting said information to said transceiver; and

(m) sending reservation and for purchase information to said facilities to said transceivers.